Center for 3-D Computer Graphics

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Background

Established in 1991 to study practical applications of computer graphics, specifically networking and 3-D graphics. The main focus is to conduct market research on computer graphics and networking tools and then cooperate with private industry to evaluate and create products and support services that will meet market demands.

FY94-95 Overview	Cumulative Overview
Current	**Cumulative**
1994-95 Award $50,000	Awards $200,000
Matching Funds $125,000	Matching Funds $379,432
Patents Pending 0	Patents Issued 0
Patents Issued 0	License Agreements 5
License Agreements **0**	Spin-off Companies 4
Spin-off Companies 2	
Companies Assisted 4	
Industry Jobs Created 7	
Center Jobs Created 8	

Technologies

- Producing computer graphics products and technical support services.
- Writing software code and licensing the source code to a company.
- Creating computer graphics products and licensing the product to a company.
- Developing seminars and product research and support in partnership with industry.

Center Highlights

- The Center has created and/or assisted the following **spin-off companies**: InfoWest; NetEx, Interon, and Illustrative Impression.
- The Center has a license agreement with Mira Imaging for $140,000 for the Center's source code in HyperSPACE Windows. Sales of products using the source code are projected at $1 million a year for Mira.
- The first product developed by the Center during its first year is still generating about $120 a month and represents a 15% royalty from Strata, Inc.
- The Spirit of Utah Game developed by the Center is being sold through the Heritage Foundation and *St. George* Magazine.